SOUNDS SUITE

KIWA INTERNATIONAL LIMITED

Script Import Manager

User Manual

Digidesign
Development Partners

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Introduction

This guide documents how to install and use the Script Import Manager (SIM) for VoiceQ DUB and VoiceQ ADR applications. For the purposes of this guide both applications are referred to as VoiceQ. User training and advice is available as part of your initial license to use VoiceQ. Should you require additional training at any time please contact KIWA International Ltd.

- Note: This guide assumes the user has a working knowledge of their operating system and an understanding of Data, Video and Audio formats.

System Requirements

The SIM application is written in Java. This software can be used with any computer that can run a java application; Mac OSX, Windows and Linux.

Installing SIM

This chapter explains how to install and configure SIM 1.0 on a compatible computer.

- Please check our website and download the latest version of SIM.
- If you use a computer other than a Mac, please make sure that Java is installed on your computer. You can download/update your Java software from Java.com.

For Mac users:

1. Unzip the downloaded SIM installation file
2. Copy or Move the SIM.app to your applications folder
3. Your software is now installed
4. Launch the application by double clicking the SIM.app file

For PC users:

1. Unzip the downloaded SIM.zip file
2. Your software is now ready to use
3. Launch the application by double clicking the SIM.jar file

Demo Scripts

The SIM Application package includes a folder of demo scripts. These can be used for training and testing purposes.

Demo project packs for VoiceQ are also bundled in with the download packages available on our website.

What is SIM

An Overview

Script Import Manager (SIM) is an easy way to get your ADR and Dubbing scripts ready for recording. SIM extracts the data required for your VoiceQ project from an Excel, Word or Text file, corrects time-code and formatting errors, and outputs a tab delimited text file ready for opening in VoiceQ.

SIM is designed to enable importing of “Export Scripts” and other lists of dialogue into VoiceQ. Export scripts from around the world come in many different formats. SIM allows you to use these scripts as a source for your ADR or Dubbing project, saving on preparation time while keeping all your data organized.

SIM has an interactive editor that draws your attention to any formatting errors by highlighting them in red and allows you to navigate to the next/previous error with arrow buttons. This allows for quick manual correction of errors to avoid them getting into your session.

SIM has been designed to handle multiple languages and character sets.

SIM uses savable rulesets to parse the files for quick workflow.

This simple process involves:

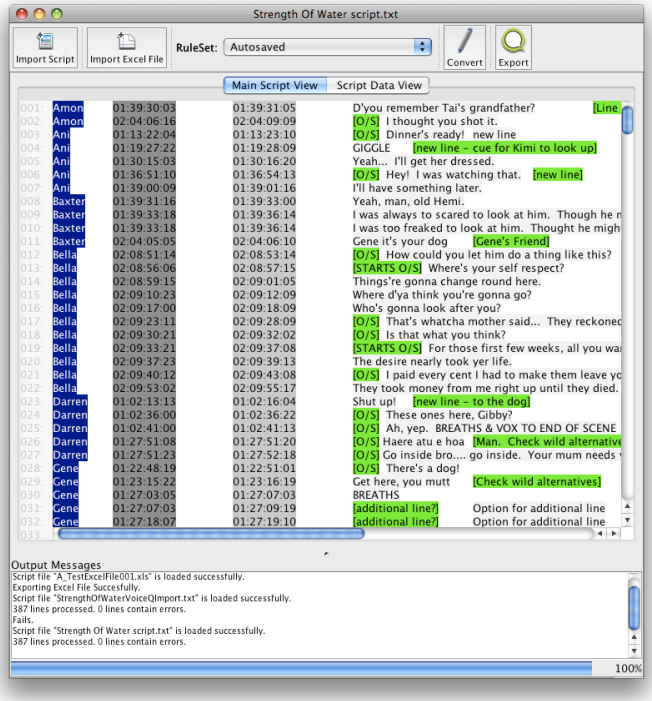
a. Importing a file

b. Selecting a default ruleset or creating a ruleset

c. Converting the file into the VoiceQ file format

d. Correcting any errors that are displayed

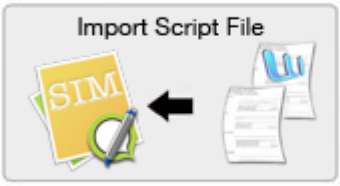
e. Exporting the file ready for VoiceQ.



SIM - Main Script View

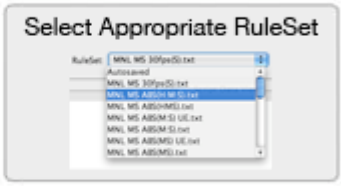
SIM Workflow

Text/Microsoft Word Document



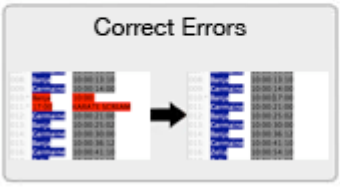
1 Import text or Microsoft Word file

2. Select appropriate predefined default RuleSet



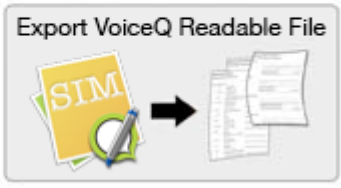
3. Convert the document and check the result

4. If RuleSet is not appropriate, refine the RuleSet and convert again. Save Refined RuleSet for future needs



5. Check the result and correct minor errors in the Script View

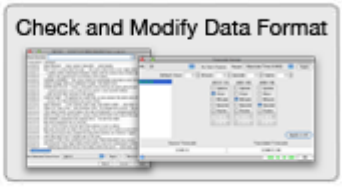
6. Export the document

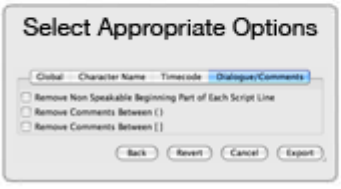


Microsoft Excel Document

1. Import Excel file

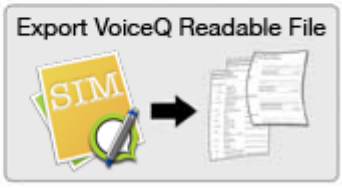
2. Select the data sheet containing script data, check and modify the column types and timecode

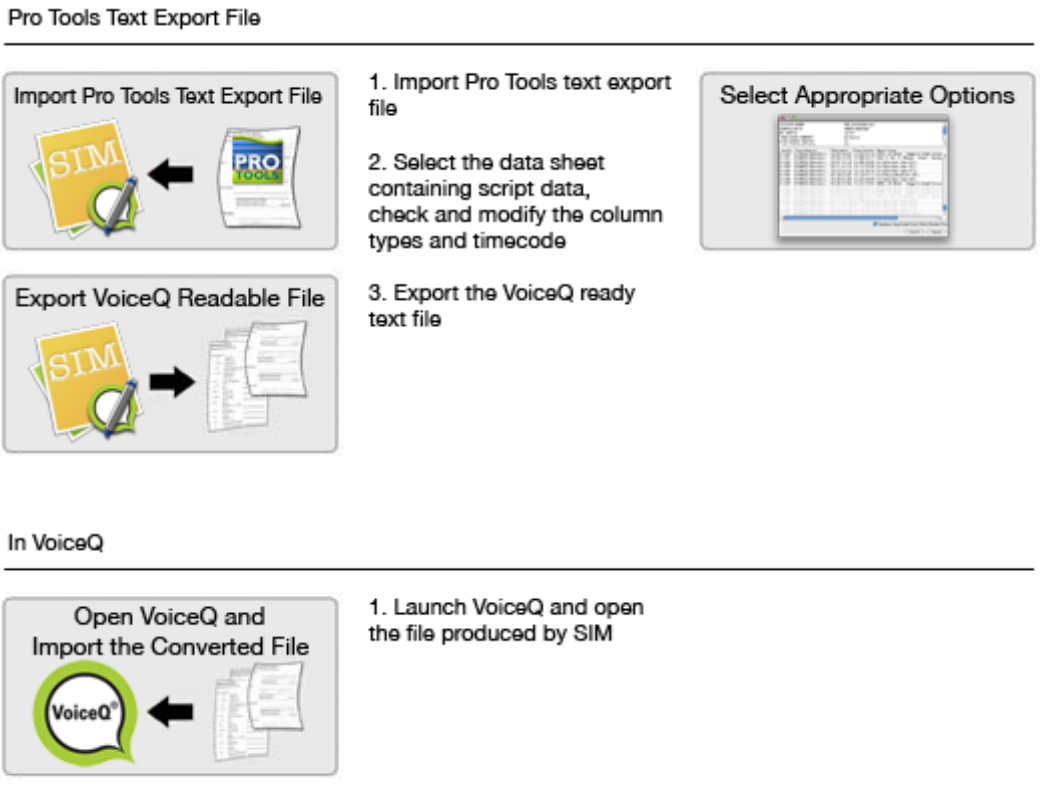




3. Select appropriate export options

4. Export the Excel document



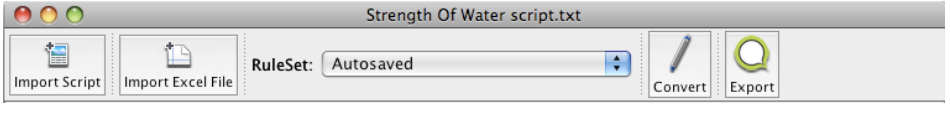

Pro Tools Text Export File
Import Pro Tools Text Export File
1. Import Pro Tools text export file
2. Select the data sheet containing script data, check and modify the column types and timecode
Select Appropriate Options
Export VoiceQ Readable File
3. Export the VoiceQ ready text file
In VoiceQ
Open VoiceQ and Import the Converted File
1. Launch VoiceQ and open the file produced by SIM

SIM Features

File Import Formats

- Plain text file (any encoding)
- Microsoft Word file
- Microsoft Excel file
- Pro Tools text export file

Script Import Manager and Rulesets



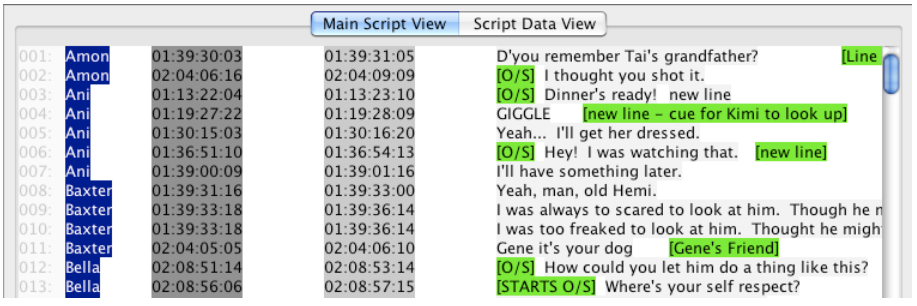
The Script Import Manager uses editable rulesets that parse the file looking for certain information and data attributes.

These rulesets may be selected from the default ruleset menu in the main toolbar. The ruleset contains information on which formats to detect in the imported file. (Rulesets may be created or edited in the Ruleset Editor.)

Once a ruleset is selected use the **Convert** command and the Script Import Manager scans the imported script file and color codes the various fields to show the data types detected e.g. character name, time code, dialogue, comments etc. These are then displayed in the **Main Script View**.

Main Script View

The Main Script View window displays the imported data based on the ruleset selected, and color codes the data to aid in the review process.


Main Script View
Script Data View
001: Amon 01:39:30:03 01:39:31:05 D'you remember Tai's grandfather? [Line
002: Amon 02:04:06:16 02:04:09:09 [O/S] I thought you shot it.
003: Ani 01:13:22:04 01:13:23:10 [O/S] Dinner's ready! new line
004: Ani 01:19:27:22 01:19:28:09 GIGGLE [new line – cue for Kimi to look up]
005: Ani 01:30:15:03 01:30:16:20 Yeah... I'll get her dressed.
006: Ani 01:36:51:10 01:36:54:13 [O/S] Hey! I was watching that. [new line]
007: Ani 01:39:00:09 01:39:01:16 I'll have something later.
008: Baxter 01:39:31:16 01:39:33:00 Yeah, man, old Hemi.
009: Baxter 01:39:33:18 01:39:36:14 I was always to scared to look at him. Though he
010: Baxter 01:39:33:18 01:39:36:14 I was too freaked to look at him. Thought he migh
011: Baxter 02:04:05:05 02:04:06:10 Gene it's your dog [Gene's Friend]
012: Bella 02:08:51:14 02:08:53:14 [O/S] How could you let him do a thing like this?
013: Bella 02:08:56:06 02:08:57:15 [STARTS O/S] Where's your self respect?

Main Script View - Color coded after converting

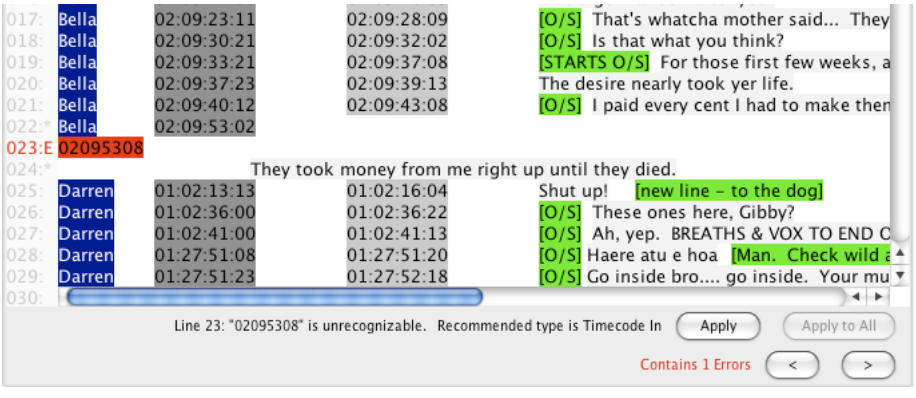
Any errors are highlighted in red and added to the error list. To view the next error use the error jump arrows at the bottom right of the window.

To correct an error either:

a. Edit and correct the data error highlighted in red, and/or

b. Select the incorrect data field, right click and select the correct data format from the drop down menu.

SIM will automatically process the correction and display the result.


017: Bella 02:09:23:11 02:09:28:09 [O/S] That's whatcha mother said... They
018: Bella 02:09:30:21 02:09:32:02 [O/S] Is that what you think?
019: Bella 02:09:33:21 02:09:37:08 [STARTS O/S] For those first few weeks, a
020: Bella 02:09:37:23 02:09:39:13 The desire nearly took yer life.
021: Bella 02:09:40:12 02:09:43:08 [O/S] I paid every cent I had to make then
022:* Bella 02:09:53:02
023:E 02095308
024:* They took money from me right up until they died.
025: Darren 01:02:13:13 01:02:16:04 Shut up! [new line – to the dog]
026: Darren 01:02:36:00 01:02:36:22 [O/S] These ones here, Gibby?
027: Darren 01:02:41:00 01:02:41:13 [O/S] Ah, yep. BREATHS & VOX TO END C
028: Darren 01:27:51:08 01:27:51:20 [O/S] Haere atu e hoa [Man. Check wild a
029: Darren 01:27:51:23 01:27:52:18 [O/S] Go inside bro.... go inside. Your mu
030:
Line 23: "02095308" is unrecognizable. Recommended type is Timecode In
Apply
Apply to All
Contains 1 Errors
<
>

Main Script View - Highlighting formatting errors

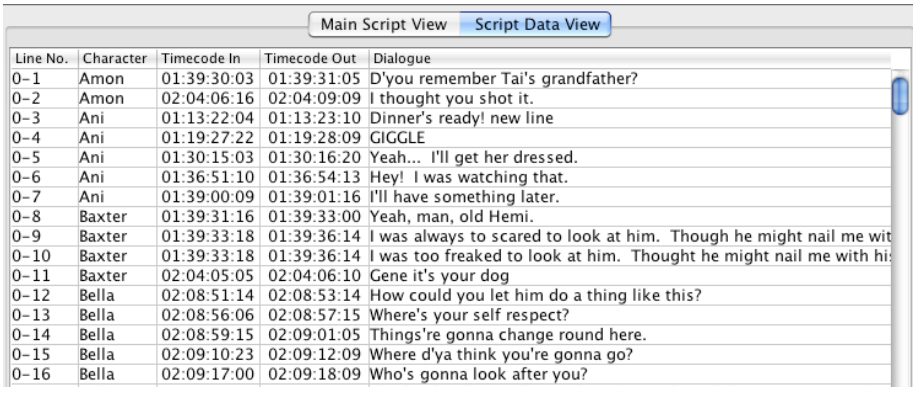
Script Color Code rules

SIM uses the following color codes to highlight the data formatting:

- Header information = yellow
- Character Names = blue
- Timecode in = dark grey
- Timecode out = medium grey
- Dialogue = light grey
- Comments = light green
- Scene descriptions = dark green
- Formatting errors = red

Script Data View

The Script Data View shows the script after the conversion process is complete and arranges it in rows and columns. This allows the data and formats to be checked before it is exported.

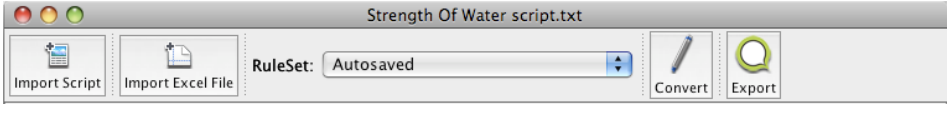


Line No.	Character	Timecode In	Timecode Out	Dialogue
0-1	Amon	01:39:30:03	01:39:31:05	D'you remember Tai's grandfather?
0-2	Amon	02:04:06:16	02:04:09:09	I thought you shot it.
0-3	Ani	01:13:22:04	01:13:23:10	Dinner's ready! new line
0-4	Ani	01:19:27:22	01:19:28:09	GIGGLE
0-5	Ani	01:30:15:03	01:30:16:20	Yeah... I'll get her dressed.
0-6	Ani	01:36:51:10	01:36:54:13	Hey! I was watching that.
0-7	Ani	01:39:00:09	01:39:01:16	I'll have something later.
0-8	Baxter	01:39:31:16	01:39:33:00	Yeah, man, old Hemi.
0-9	Baxter	01:39:33:18	01:39:36:14	I was always to scared to look at him. Though he might nail me wit
0-10	Baxter	01:39:33:18	01:39:36:14	I was too freaked to look at him. Thought he might nail me with hi
0-11	Baxter	02:04:05:05	02:04:06:10	Gene it's your dog
0-12	Bella	02:08:51:14	02:08:53:14	How could you let him do a thing like this?
0-13	Bella	02:08:56:06	02:08:57:15	Where's your self respect?
0-14	Bella	02:08:59:15	02:09:01:05	Things're gonna change round here.
0-15	Bella	02:09:10:23	02:09:12:09	Where d'ya think you're gonna go?
0-16	Bella	02:09:17:00	02:09:18:09	Who's gonna look after you?

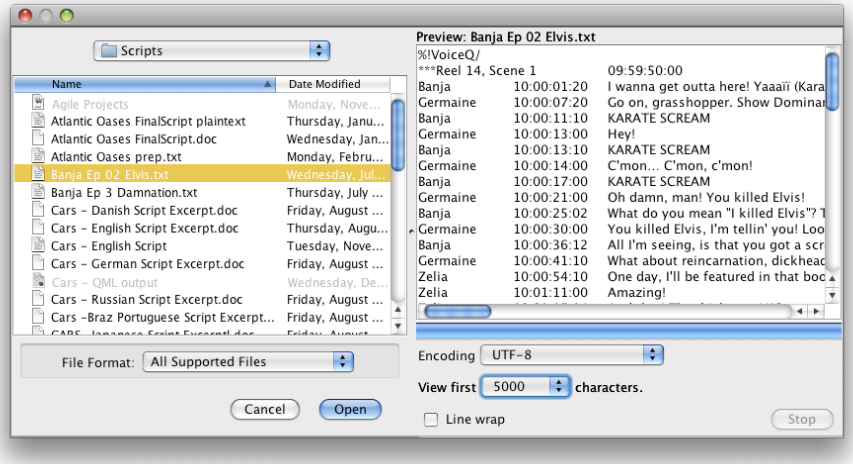
Script Data View - Displaying data to be exported

Importing a Text File

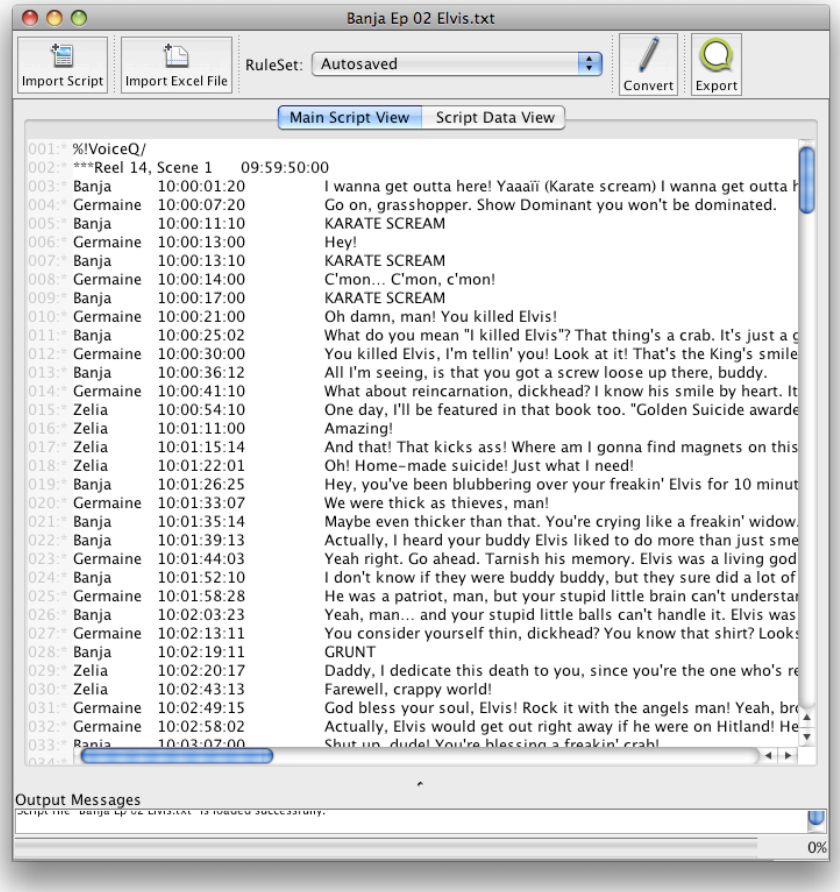
Select the **Import Script** button on the left of the main menu bar.



Locate to the text or word file to be imported and click **Open.**



SIM will import the file and display the data in the **Main Script View** window.


Banja Ep 02 Elvis.txt
Import Script
Import Excel File
RuleSet:
Autosaved
Convert
Export
Main Script View
Script Data View
%!VoiceQ/
***Reel 14, Scene 1 09:59:50:00
Banja 10:00:01:20 I wanna get outta here! Yaaaïï (Karate scream) I wanna get outta H
Germaine 10:00:07:20 Go on, grasshopper. Show Dominant you won't be dominated.
Banja 10:00:11:10 KARATE SCREAM
Germaine 10:00:13:00 Hey!
Banja 10:00:13:10 KARATE SCREAM
Germaine 10:00:14:00 C'mon... C'mon, c'mon!
Banja 10:00:17:00 KARATE SCREAM
Germaine 10:00:21:00 Oh damn, man! You killed Elvis!
Banja 10:00:25:02 What do you mean "I killed Elvis"? That thing's a crab. It's just a
Germaine 10:00:30:00 You killed Elvis, I'm tellin' you! Look at it! That's the King's smile
Banja 10:00:36:12 All I'm seeing, is that you got a screw loose up there, buddy.
Germaine 10:00:41:10 What about reincarnation, dickhead? I know his smile by heart. It
Zelia 10:00:54:10 One day, I'll be featured in that book too. "Golden Suicide awarde
Zelia 10:01:11:00 Amazing!
Zelia 10:01:15:14 And that! That kicks ass! Where am I gonna find magnets on this
Zelia 10:01:22:01 Oh! Home-made suicide! Just what I need!
Banja 10:01:26:25 Hey, you've been blubbering over your freakin' Elvis for 10 minut
Germaine 10:01:33:07 We were thick as thieves, man!
Banja 10:01:35:14 Maybe even thicker than that. You're crying like a freakin' widow.
Banja 10:01:39:13 Actually, I heard your buddy Elvis liked to do more than just sme
Germaine 10:01:44:03 Yeah right. Go ahead. Tarnish his memory. Elvis was a living god
Banja 10:01:52:10 I don't know if they were buddy buddy, but they sure did a lot of
Germaine 10:01:58:28 He was a patriot, man, but your stupid little brain can't understar
Banja 10:02:03:23 Yeah, man... and your stupid little balls can't handle it. Elvis was
Germaine 10:02:13:11 You consider yourself thin, dickhead? You know that shirt? Looks
Banja 10:02:19:11 GRUNT
Zelia 10:02:20:17 Daddy, I dedicate this death to you, since you're the one who's re
Zelia 10:02:43:13 Farewell, crappy world!
Germaine 10:02:49:15 God bless your soul, Elvis! Rock it with the angels man! Yeah, br
Germaine 10:02:58:02 Actually, Elvis would get out right away if he were on Hitland! He
Banja 10:03:07:00 Shut up, dude! You're blessing a freakin' crab!
Output Messages
0%

Main Script View - Displaying data before converting

Next: Select your **Ruleset** and **Convert** the file.

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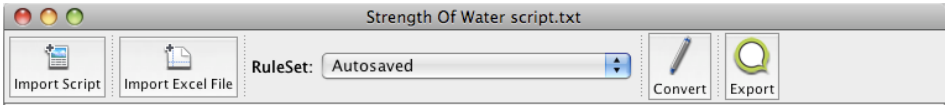
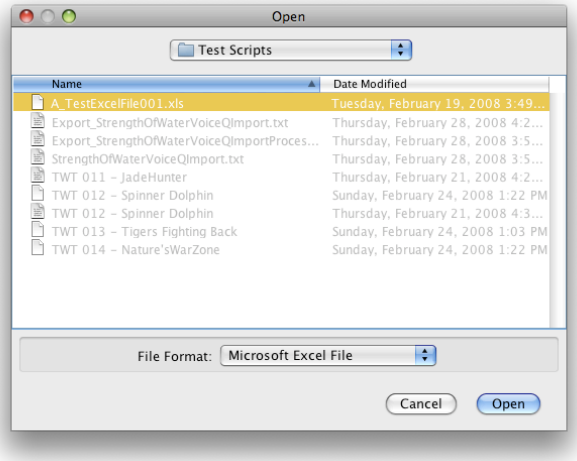
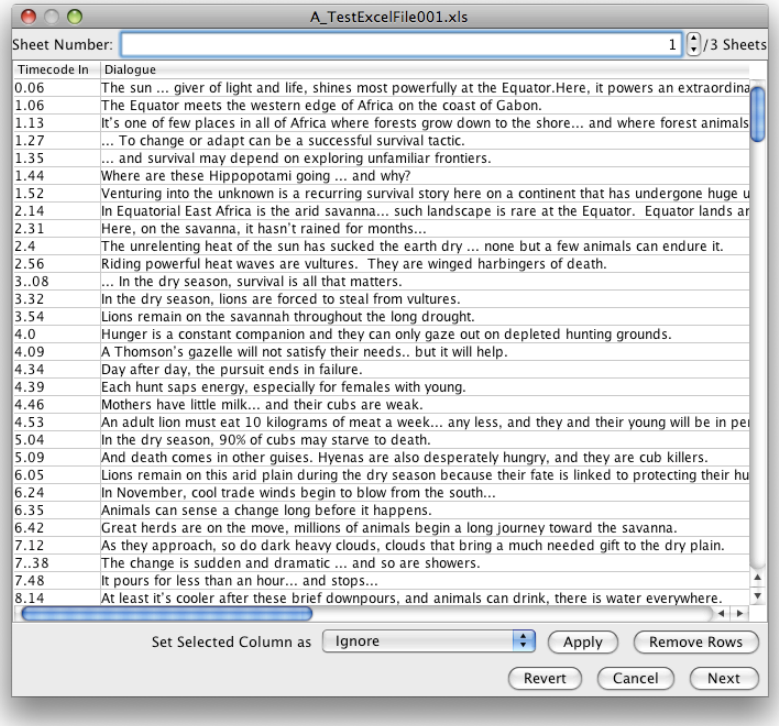
Importing an Excel File

Select the **Import Excel File** button on the left of the main menu bar.



Select the **Excel File** to be imported and click **Open**.




A_TestExcelFile001.xls
Sheet Number:
1
/3 Sheets
Timecode In
Dialogue
0.06 The sun ... giver of light and life, shines most powerfully at the Equator.Here, it powers an extraordina
1.06 The Equator meets the western edge of Africa on the coast of Gabon.
1.13 It's one of few places in all of Africa where forests grow down to the shore... and where forest animals
1.27 ... To change or adapt can be a successful survival tactic.
1.35 ... and survival may depend on exploring unfamiliar frontiers.
1.44 Where are these Hippopotami going ... and why?
1.52 Venturing into the unknown is a recurring survival story here on a continent that has undergone huge u
2.14 In Equatorial East Africa is the arid savanna... such landscape is rare at the Equator. Equator lands ar
2.31 Here, on the savanna, it hasn't rained for months...
2.4 The unrelenting heat of the sun has sucked the earth dry ... none but a few animals can endure it.
2.56 Riding powerful heat waves are vultures. They are winged harbingers of death.
3..08 ... In the dry season, survival is all that matters.
3.32 In the dry season, lions are forced to steal from vultures.
3.54 Lions remain on the savannah throughout the long drought.
4.0 Hunger is a constant companion and they can only gaze out on depleted hunting grounds.
4.09 A Thomson's gazelle will not satisfy their needs.. but it will help.
4.34 Day after day, the pursuit ends in failure.
4.39 Each hunt saps energy, especially for females with young.
4.46 Mothers have little milk... and their cubs are weak.
4.53 An adult lion must eat 10 kilograms of meat a week... any less, and they and their young will be in pe
5.04 In the dry season, 90% of cubs may starve to death.
5.09 And death comes in other guises. Hyenas are also desperately hungry, and they are cub killers.
6.05 Lions remain on this arid plain during the dry season because their fate is linked to protecting their hu
6.24 In November, cool trade winds begin to blow from the south...
6.35 Animals can sense a change long before it happens.
6.42 Great herds are on the move, millions of animals begin a long journey toward the savanna.
7.12 As they approach, so do dark heavy clouds, clouds that bring a much needed gift to the dry plain.
7..38 The change is sudden and dramatic ... and so are showers.
7.48 It pours for less than an hour... and stops...
8.14 At least it's cooler after these brief downpours, and animals can drink, there is water everywhere.
Set Selected Column as
Ignore
Apply
Remove Rows
Revert
Cancel
Next

Main Script View - Displaying data before converting

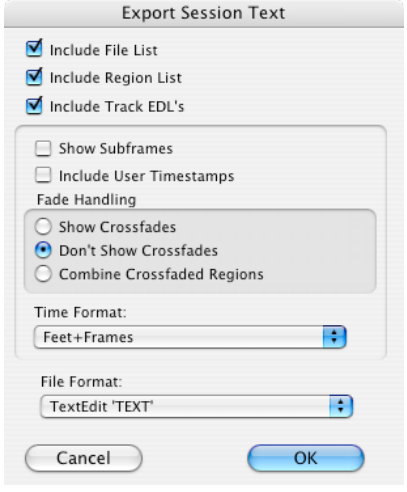
Name each column by selecting the column header, right click and select the appropriate header from the drop down list.

Next: Select the **Next** button to open the Timecode Format window. (see Timecode Format Window and Excel File Import window)

Importing a Pro Tools Text Export File

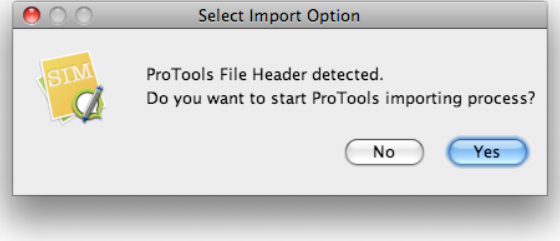
Text File Export settings in Pro Tools

When Exporting the text file from Pro Tools ensure easy importing by selecting Include File List, Region List and Track EDL's. Also select the "Don't Show Crossfades" option. The example below shows Feet and Frames as the selected Time Format, normal timecode may also be used.



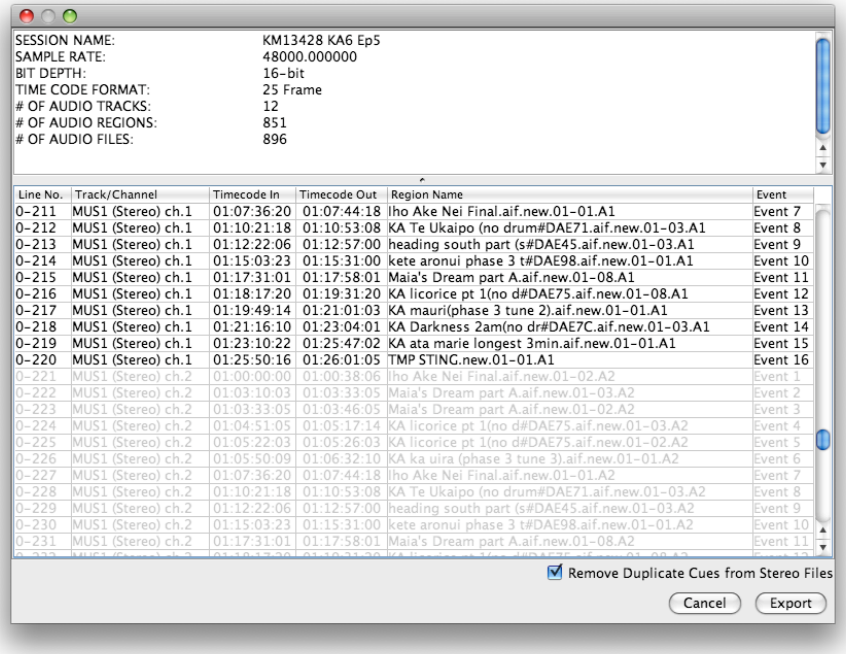
Importing the Text File

The **Import Script** button on the left of the main menu bar enables you to import a Pro Tools generated text file. When you select a Pro Tools file SIM will automatically detect the file format and request confirmation to proceed with the import.



Next: Select the **Yes** button to import the Pro Tools file.

SIM will analyze and display the data in a table for review.


SESSION NAME: KM13428 KA6 Ep5
SAMPLE RATE: 48000.000000
BIT DEPTH: 16-bit
TIME CODE FORMAT: 25 Frame
OF AUDIO TRACKS: 12
OF AUDIO REGIONS: 851
OF AUDIO FILES: 896
Line No. | Track/Channel | Timecode In | Timecode Out | Region Name | Event
0-211 | MUS1 (Stereo) ch.1 | 01:07:36:20 | 01:07:44:18 | Iho Ake Nei Final.aif.new.01-01.A1 | Event 7
0-212 | MUS1 (Stereo) ch.1 | 01:10:21:18 | 01:10:53:08 | KA Te Ukaipo (no drum#DAE71.aif.new.01-03.A1 | Event 8
0-213 | MUS1 (Stereo) ch.1 | 01:12:22:06 | 01:12:57:00 | heading south part (s#DAE45.aif.new.01-03.A1 | Event 9
0-214 | MUS1 (Stereo) ch.1 | 01:15:03:23 | 01:15:31:00 | kete aronui phase 3 t#DAE98.aif.new.01-01.A1 | Event 10
0-215 | MUS1 (Stereo) ch.1 | 01:17:31:01 | 01:17:58:01 | Maia's Dream part A.aif.new.01-08.A1 | Event 11
0-216 | MUS1 (Stereo) ch.1 | 01:18:17:20 | 01:19:31:20 | KA licorice pt 1(no d#DAE75.aif.new.01-08.A1 | Event 12
0-217 | MUS1 (Stereo) ch.1 | 01:19:49:14 | 01:21:01:03 | KA mauri(phase 3 tune 2).aif.new.01-01.A1 | Event 13
0-218 | MUS1 (Stereo) ch.1 | 01:21:16:10 | 01:23:04:01 | KA Darkness 2am(no dr#DAE7C.aif.new.01-03.A1 | Event 14
0-219 | MUS1 (Stereo) ch.1 | 01:23:10:22 | 01:25:47:02 | KA ata marie longest 3min.aif.new.01-01.A1 | Event 15
0-220 | MUS1 (Stereo) ch.1 | 01:25:50:16 | 01:26:01:05 | TMP STING.new.01-01.A1 | Event 16
0-221 | MUS1 (Stereo) ch.2 | 01:00:00:00 | 01:00:38:06 | Iho Ake Nei Final.aif.new.01-02.A2 | Event 1
0-222 | MUS1 (Stereo) ch.2 | 01:03:10:03 | 01:03:33:05 | Maia's Dream part A.aif.new.01-03.A2 | Event 2
0-223 | MUS1 (Stereo) ch.2 | 01:03:33:05 | 01:03:46:05 | Maia's Dream part A.aif.new.01-02.A2 | Event 3
0-224 | MUS1 (Stereo) ch.2 | 01:04:51:05 | 01:05:17:14 | KA licorice pt 1(no d#DAE75.aif.new.01-03.A2 | Event 4
0-225 | MUS1 (Stereo) ch.2 | 01:05:22:03 | 01:05:26:03 | KA licorice pt 1(no d#DAE75.aif.new.01-02.A2 | Event 5
0-226 | MUS1 (Stereo) ch.2 | 01:05:50:09 | 01:06:32:10 | KA ka uira (phase 3 tune 3).aif.new.01-01.A2 | Event 6
0-227 | MUS1 (Stereo) ch.2 | 01:07:36:20 | 01:07:44:18 | Iho Ake Nei Final.aif.new.01-01.A2 | Event 7
0-228 | MUS1 (Stereo) ch.2 | 01:10:21:18 | 01:10:53:08 | KA Te Ukaipo (no drum#DAE71.aif.new.01-03.A2 | Event 8
0-229 | MUS1 (Stereo) ch.2 | 01:12:22:06 | 01:12:57:00 | heading south part (s#DAE45.aif.new.01-03.A2 | Event 9
0-230 | MUS1 (Stereo) ch.2 | 01:15:03:23 | 01:15:31:00 | kete aronui phase 3 t#DAE98.aif.new.01-01.A2 | Event 10
0-231 | MUS1 (Stereo) ch.2 | 01:17:31:01 | 01:17:58:01 | Maia's Dream part A.aif.new.01-08.A2 | Event 11
Remove Duplicate Cues from Stereo Files
Cancel
Export

By default, the duplicate cues from stereo tracks are grayed out and not exported. If you want to include the duplicate cues for export, uncheck the **Remove Duplicate Cues from Stereo Files** check box.

Next: Select the **Export** button to export the file.

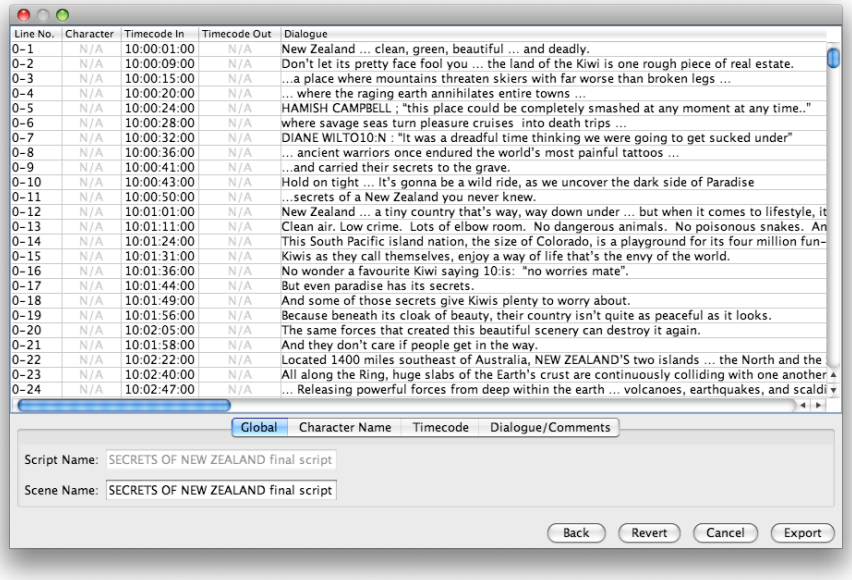
Excel File Import Settings

After opening an Excel file, the **Excel File Import Window** will be displayed. The Excel File Import Window has two main parts; Script Data Area (upper window) and Import Option Tabs (lower window). The Script Data Area displays the data from the Excel file in a table format. The Import Option Tabs provide various options to modify the imported data.

This chapter explains how to set up the import options for an Excel file using this window.

Set the Global Settings

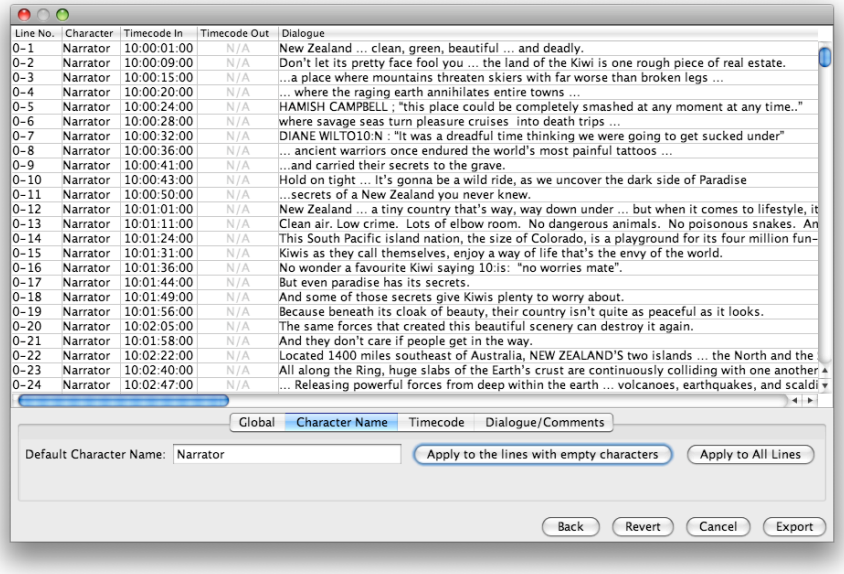
The Global tab allows you to name the opening scene to be exported for your VoiceQ session.


Line No. Character Timecode In Timecode Out Dialogue
0-1 N/A 10:00:01:00 N/A New Zealand ... clean, green, beautiful ... and deadly.
0-2 N/A 10:00:09:00 N/A Don't let its pretty face fool you ... the land of the Kiwi is one rough piece of real estate.
0-3 N/A 10:00:15:00 N/A ...a place where mountains threaten skiers with far worse than broken legs ...
0-4 N/A 10:00:20:00 N/A ... where the raging earth annihilates entire towns ...
0-5 N/A 10:00:24:00 N/A HAMISH CAMPBELL ; "this place could be completely smashed at any moment at any time.."
0-6 N/A 10:00:28:00 N/A where savage seas turn pleasure cruises into death trips ...
0-7 N/A 10:00:32:00 N/A DIANE WILTO10:N : "It was a dreadful time thinking we were going to get sucked under"
0-8 N/A 10:00:36:00 N/A ... ancient warriors once endured the world's most painful tattoos ...
0-9 N/A 10:00:41:00 N/A ...and carried their secrets to the grave.
0-10 N/A 10:00:43:00 N/A Hold on tight ... It's gonna be a wild ride, as we uncover the dark side of Paradise
0-11 N/A 10:00:50:00 N/A ...secrets of a New Zealand you never knew.
0-12 N/A 10:01:01:00 N/A New Zealand ... a tiny country that's way, way down under ... but when it comes to lifestyle, it
0-13 N/A 10:01:11:00 N/A Clean air. Low crime. Lots of elbow room. No dangerous animals. No poisonous snakes. An
0-14 N/A 10:01:24:00 N/A This South Pacific island nation, the size of Colorado, is a playground for its four million fun-
0-15 N/A 10:01:31:00 N/A Kiwis as they call themselves, enjoy a way of life that's the envy of the world.
0-16 N/A 10:01:36:00 N/A No wonder a favourite Kiwi saying 10:is: "no worries mate".
0-17 N/A 10:01:44:00 N/A But even paradise has its secrets.
0-18 N/A 10:01:49:00 N/A And some of those secrets give Kiwis plenty to worry about.
0-19 N/A 10:01:56:00 N/A Because beneath its cloak of beauty, their country isn't quite as peaceful as it looks.
0-20 N/A 10:02:05:00 N/A The same forces that created this beautiful scenery can destroy it again.
0-21 N/A 10:01:58:00 N/A And they don't care if people get in the way.
0-22 N/A 10:02:22:00 N/A Located 1400 miles southeast of Australia, NEW ZEALAND'S two islands ... the North and the
0-23 N/A 10:02:40:00 N/A All along the Ring, huge slabs of the Earth's crust are continuously colliding with one another
0-24 N/A 10:02:47:00 N/A ... Releasing powerful forces from deep within the earth ... volcanoes, earthquakes, and scaldi
Global
Character Name
Timecode
Dialogue/Comments
Script Name: SECRETS OF NEW ZEALAND final script
Scene Name: SECRETS OF NEW ZEALAND final script
Back
Revert
Cancel
Export

Set the Character Name

The Character Name tab allows you to set a `default' character name to lines without an associated character or to all lines. This is particularly useful for voice overs or where scripts arrive with missing character names.

- Option to **Apply to the Lines with Empty Characters**.
- Option to **Apply to All Lines.**


Line No. Character Timecode In Timecode Out Dialogue
0-1 Narrator 10:00:01:00 N/A New Zealand ... clean, green, beautiful ... and deadly.
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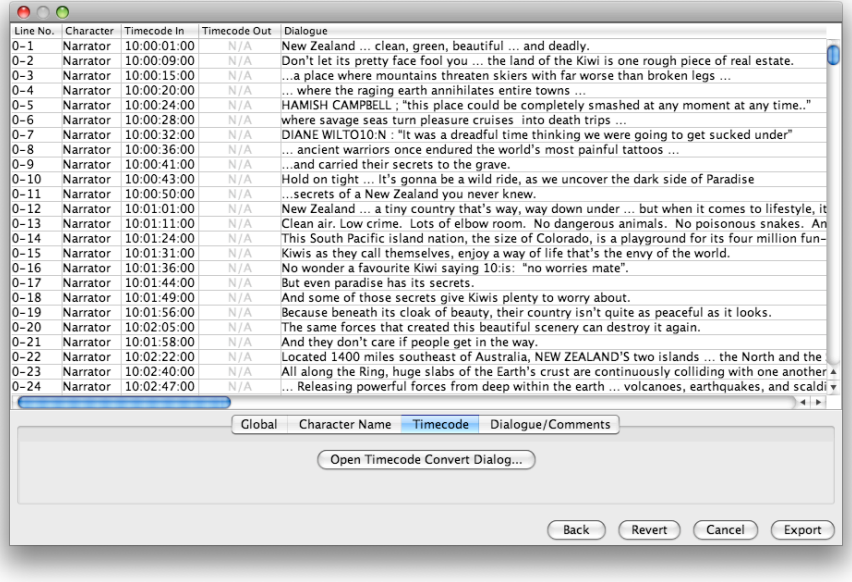
0-24 Narrator 10:02:47:00 N/A ... Releasing powerful forces from deep within the earth ... volcanoes, earthquakes, and scaldi
Global
Character Name
Timecode
Dialogue/Comments
Default Character Name:
Narrator
Apply to the lines with empty characters
Apply to All Lines
Back
Revert
Cancel
Export

Set the Timecode

The Timecode tab allows you to access the **Timecode Format** window and define the time-code format and offsets to the script to be exported for your VoiceQ session.


Line No. Character Timecode In Timecode Out Dialogue
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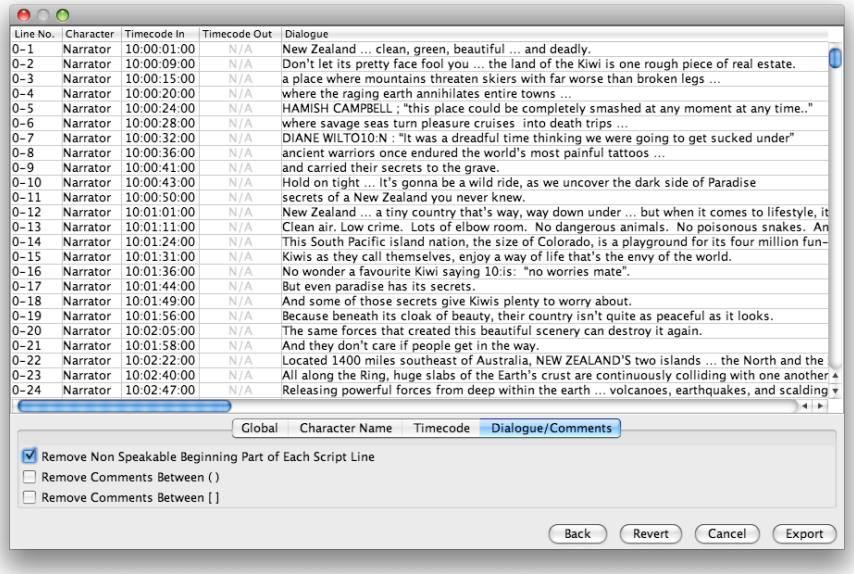
0-24 Narrator 10:02:47:00 N/A ... Releasing powerful forces from deep within the earth ... volcanoes, earthquakes, and scaldi
Global
Character Name
Timecode
Dialogue/Comments
Open Timecode Convert Dialog...
Back
Revert
Cancel
Export

Next: Click on the **Open Timecode Convert Dialogue** button to open the Timecode Format window.

Set the Dialogue and Comments rules

The Dialogue/Comments tab allows you to set the rules for the **Comments** and **Dialogue**.

- Option to remove **Non Speakable** parts from the dialogue eg. “quotation marks”.
- Option to remove **Comments** from the dialogue eg. enclosed in (curved) or [square] brackets.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0-24 Narrator 10:02:47:00 N/A Releasing powerful forces from deep within the earth ... volcanoes, earthquakes, and scalding
Global
Character Name
Timecode
Dialogue/Comments
Remove Non Speakable Beginning Part of Each Script Line
Remove Comments Between ( )
Remove Comments Between [ ]
Back
Revert
Cancel
Export

Next: Select the **Export** button to export your script.

Timecode Format Window

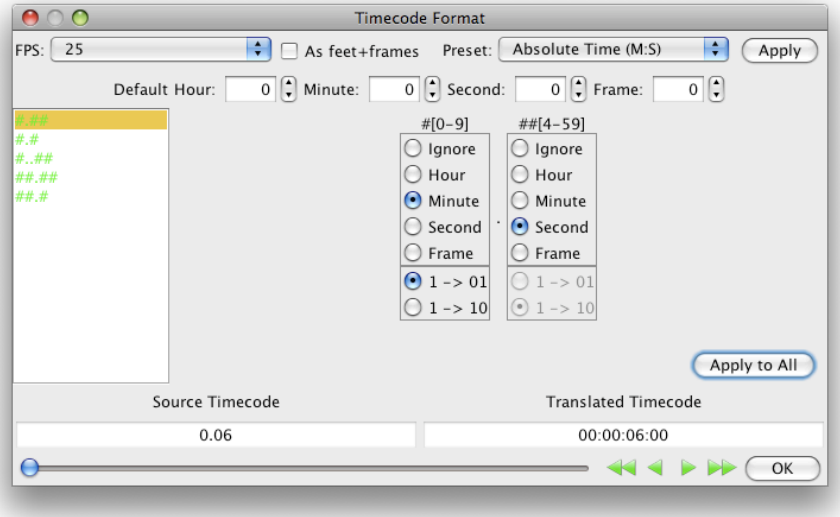
The Timecode Format window allows you to define the frame rate of the project, the timecode format and a video offset. This window is used for Text, Word and Excel files only. The Timecode Format Window will be displayed automatically after converting a Text or Word file. It will also be displayed automatically when opening an Excel file or by clicking **Open Timecode Convert Dialogue** in the Timecode tab of the Excel File Import window.
To define the timecode parameters:

1. Select the desired **frame rate (FPS)** and **timecode format (Preset)** from the drop down menus. Choose feet + frames option if applicable.
2. Enter a **video offset** (Default HH:MM:SS:FF) as appropriate
3. Select the **Apply** button to map the timecode to the detected timecode.
4. Select the **Apply to All** button to apply the formatting to all detected timecode formats.

If the timecode format in the list on the left has been mapped correctly it will show as green font. If the timecode format still displays in red it has not been mapped correctly. Select the incorrect timecode highlighted in red and apply the rules manually.

After applying the correct timecode rules the timecode formats will now show green.

You can preview the source timecode and the corresponding translated timecode by dragging the scroll bar at the bottom of the window.



Press the **OK** button to proceed.

RuleSet Editor

Script files come in various file types, formats, languages, character sets and fonts. To determine the exact attributes relevant to your file, open your file in a text editing program and turn the 'Show invisibles' feature on. This will display the formatting characteristics in your file for use when editing the RuleSets in SIM.

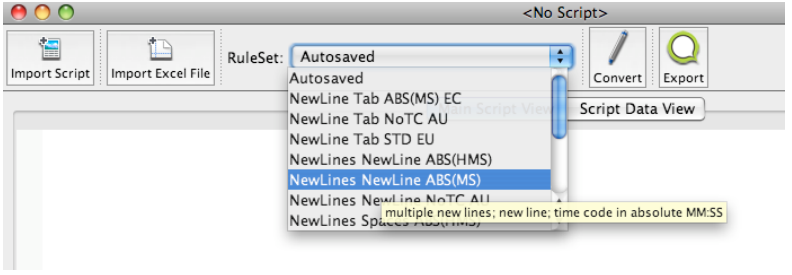
- RuleSets are only applicable to Text and Word files.
- Excel and Pro Tools file formats are already defined in SIM.

The RuleSet Editor enables SIM to determine various format characteristics contained in an imported file and allows SIM to correctly process that file. By reviewing the original file you are able to define the format and characteristics of the file for SIM to process. SIM requires that the following attributes be defined:

a. The file delimiter(s)
b. The timecode format
c. The file header, if any
d. The scene descriptor, if any
e. The comment descriptor(s)
f. The character name format(s)

Select a Default RuleSet

Predefined RuleSets help SIM to process your script. Select a default ruleset that best fits your file format from the **RuleSet** menu in the main application window. In most cases these pre-configured rulesets, when correctly selected, will process your file without the need for editing the ruleset.



The predefined RuleSets are based on detecting and processing specific data attributes using advanced pattern recognition formulae.

It is important to understand the RuleSet naming convention used in order to select the most appropriate ruleset to process your file. The naming convention is structured as follows: Line delimiter + Field delimiter + Timecode type + (Timecode format) + Character Name format (optional).

EG. The RuleSet: NewLines Spaces ABS(MS) EU is interpreted as;

NewLines: Multiple NewLines as the line delimiter,

Spaces: Multiple white Spaces as field delimiter,

ABS: Absolute time,

(MS): MM:SS format as the timecode, and

EU: Each word in a character name starts with an Uppercase letter.

The full list of the RuleSet definitions are as follows:

RuleSet Legend

Delimiters

Abbreviation	Description	Examples
NewLine	Line of data followed by a Carriage Return or Line Break	Line 1↵ Line 2↵ Line 3↵
NewLines	Data split by a series of Carriage Returns or Line Breaks	Line 1↵ Line 1 continued ↵ ↵ Line 2↵ ↵ ↵ Line 3↵
Spaces	More than one space character between data fields	Data 1 [space] [space] Data 2 [space] [space] [space] Data 3
Tab	Single tab character between data fields	Data 1 [tab] Data 2 [tab] Data 3 [tab] ...

Timecode Format

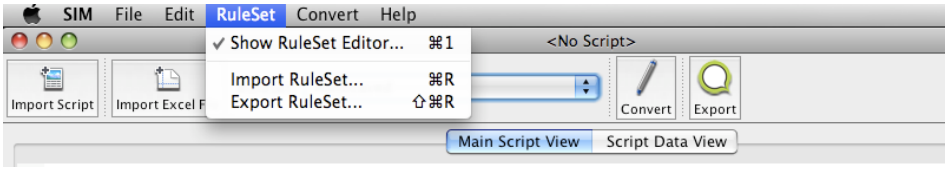
Abbreviation	Description	Examples
NoTC	No timecode	
STD	Standard timecode format (HH:MM:SS:FF)	01:37:24:10
ABS (HMS)	Absolute time format (HH:MM:SS)	07:15:21
ABS (MS)	Absolute time format (MM:SS)	15:22

Character Name Format

Abbreviation	Description	Examples
AU	All character names are in Uppercase letters	PETER PARKER
SU	Character name Starts with an Uppercase letter	Peter parker
EU	Each word in a character name starts with an Uppercase letter	Peter Parker
EC	A colon(:) follows the character name	Peter Parker:

Edit a RuleSet

To edit a ruleset open the **RuleSet** editor window from the ruleset menu (or command 1).



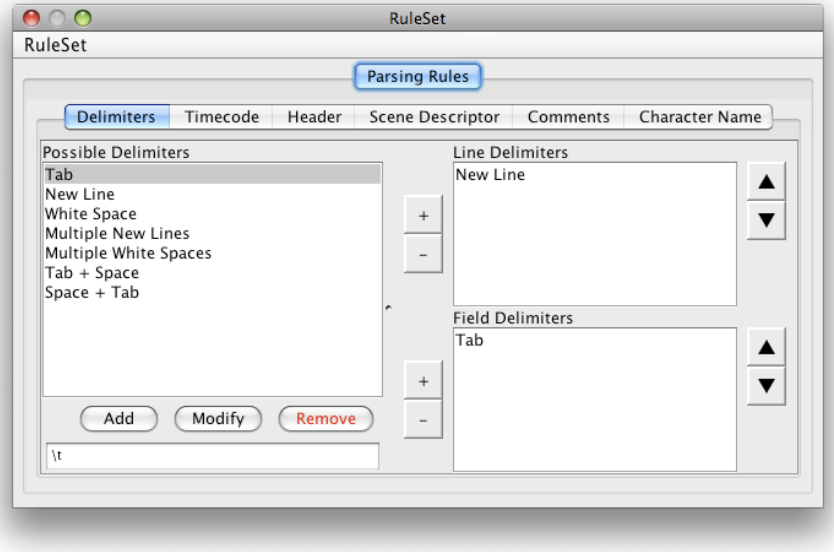
Import / Export RuleSets

Rulesets can be edited, imported and exported using the ruleset editor window. These functions provide the ability to customize rulesets for common file formats and save them ready for re-use. It also allows SIM users to exchange rulesets and add to their ruleset library.

- Option to **Import RuleSet** (command R)
- Option to **Export RuleSet** (shift command R)

The RuleSet editor window provides a pane corresponding to each relevant data-field in the imported file. Select each pane to configure the ruleset to match the characteristics of the file.

Use the **plus** and **minus** buttons to add or remove desired formats from the list of **Possible Formats** (on the left) to the list of **Formats** to scan for (on the right).



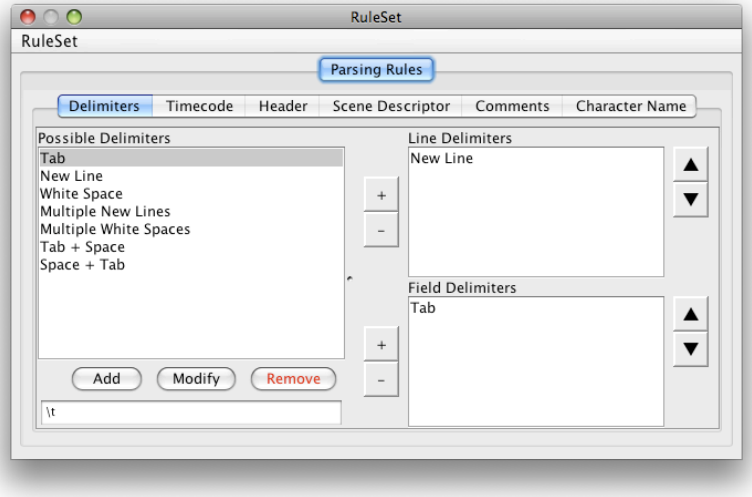
Each window is explained in more detail in the following section.

Setting The File Importing Rules

Setting the Delimiter rules

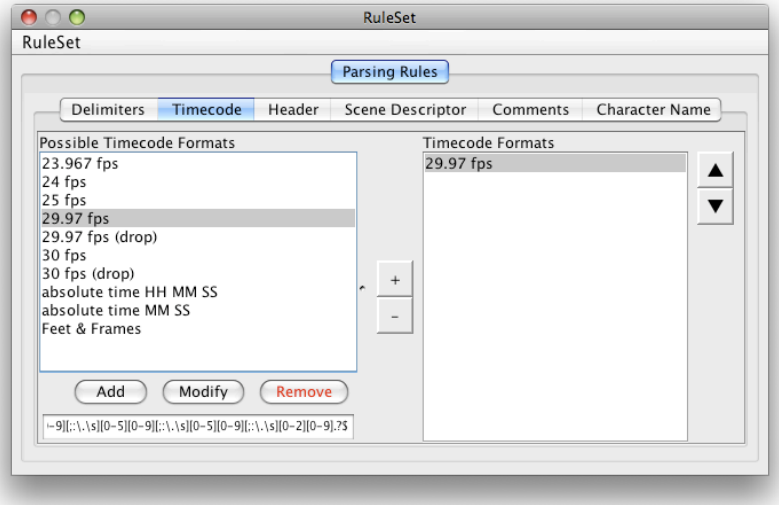
The **Delimiters** window allows you to define certain rules that SIM requires to accurately import a file.

In this example New Line is selected as the `Line Delimiter' and Tab as the `Field Delimiter'. These are the most important rules for importing plain text files, and accordingly must be defined correctly.

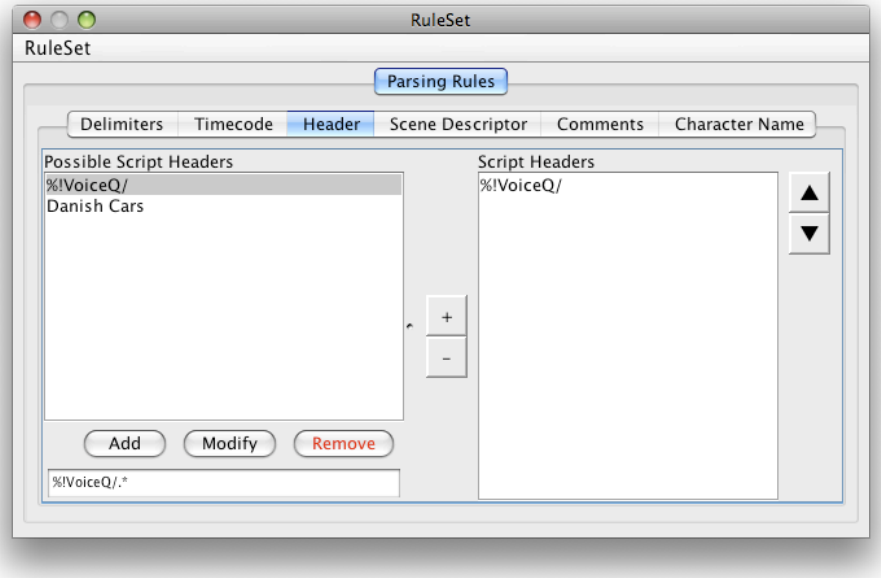


Setting the Timecode Format rules

Use the **plus** and **minus** buttons to add or remove timecode formats from the list of **Possible Timecode Formats** (on the left) to the list of **Timecode Formats** to scan for (on the right). Absolute time and feet and frames can also be scanned and detected.

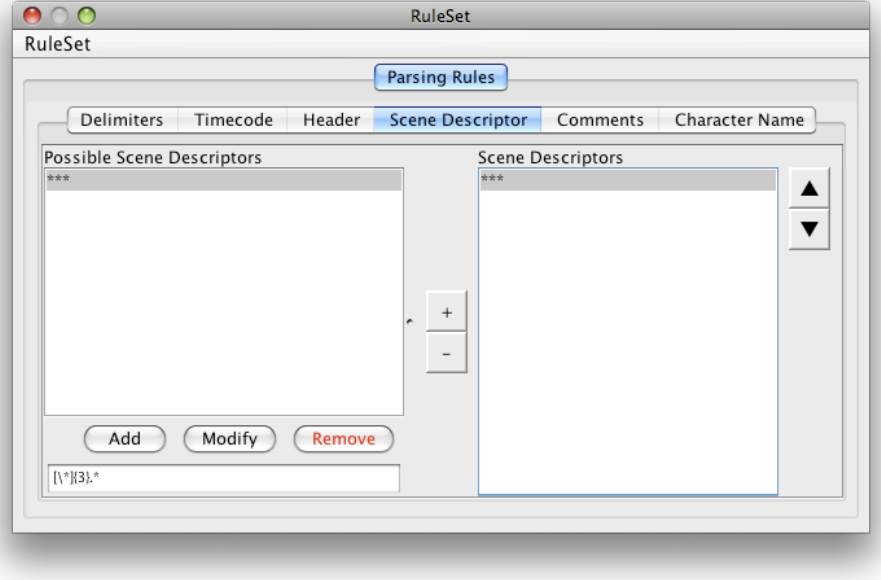


Setting the File Header rules



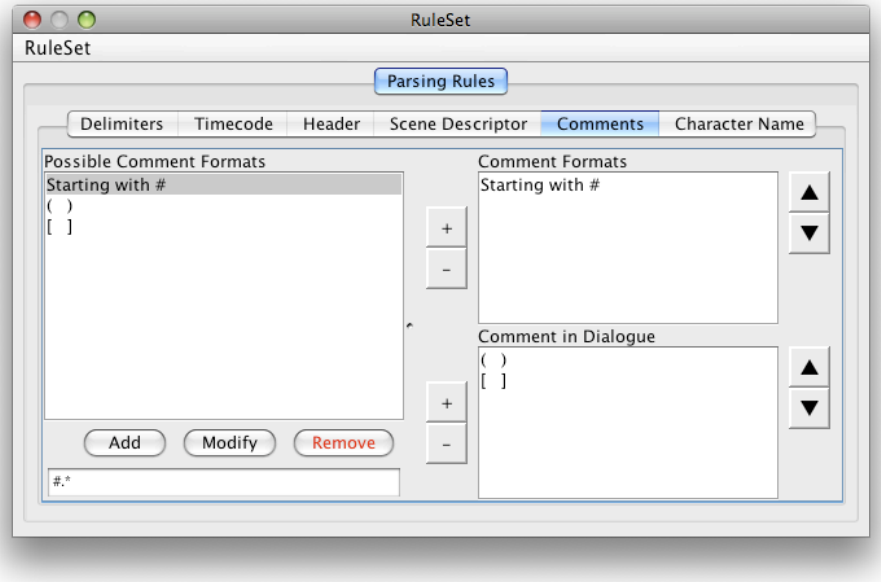
This optional feature enables SIM to detect **Header** information contained in the file and to exclude it when exporting.

Setting the Scene Description rules



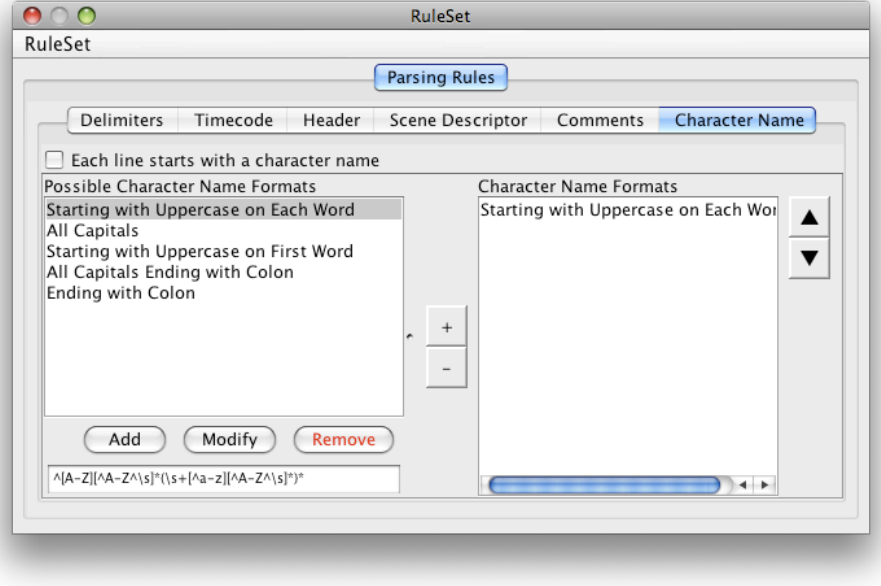
If your file is arranged in scenes, set the **Scene Descriptor** used in your file to define the **Scenes**.

Setting the Comments rules



Set the rules to be used to detect **Comments**.

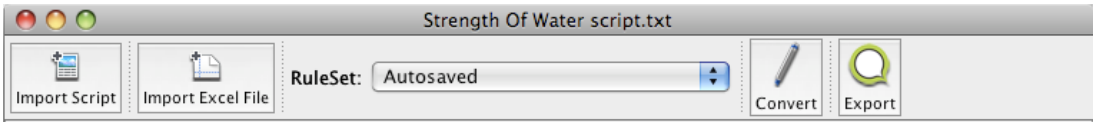
Setting the Character Name rules



Set the rules used to detect **Character Names**. If each line starts with a character name select the “Each line starts with a character name” check box. When selected the first field of every line will be interpreted and color coded as a character name (except header, comments and scene descriptions).

Exporting a file for VoiceQ

To export a file for VoiceQ select the **Export** command from the main menu bar.



This will open the Script Exporting window.

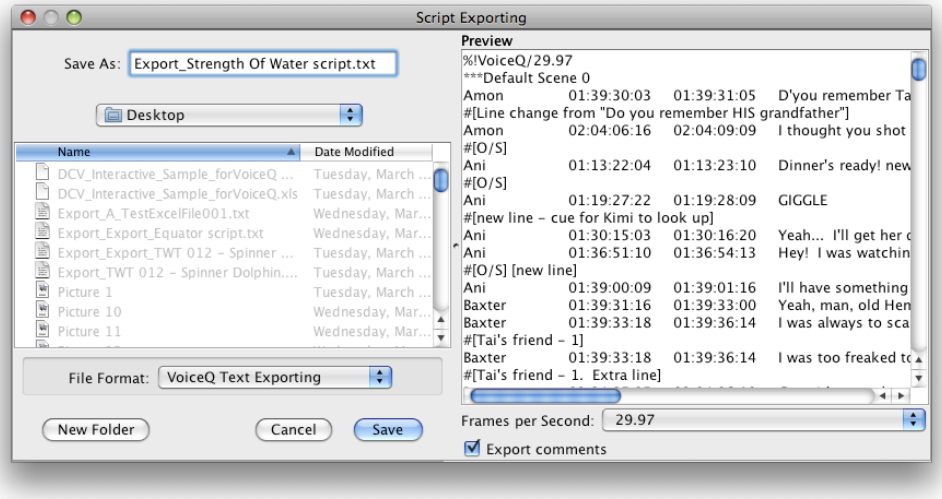
In the Script Exporting window set the desired **Frames per Second** rate (FPS) from the drop down menu (bottom right of window) and whether or not to **Export comments** in your export file. Exported comments will show in the comments display field in VoiceQ.

In all cases SIM will display the FPS rate set during the file import process.

The Preview window displays the data and format of the file, as it will look when exported.

Select the location and **Save** your VoiceQ Text Export file.

Option to include or exclude **Comments** in your export file.



The file is now saved and ready for importing to VoiceQ.

Support

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